PANDEMIC PUZZLES

"The Event Speciale"

GOAL: Cure YELLOW by the end of the Scientist's turn.

SET-UP:
Infection Rate: N/A
Outbreaks: N/A
Cures Found: None

INFECTED CITIES:
N/A

STARTING LOCATIONS:
Contingency Planner: Chennai
Scientist: Washington
Medic: Los Angeles

It is the Contingency Planner's turn...

① CONTINGENCY PLANNER

EVENT — AIRLIFT
Play any time. Not an action.

The Airlift card is stored on this role card. When played, remove it from the game.

- As an action, take any discarded Event card and store it on this card.
- When you play the stored Event card, remove it from the game.
- Limit: 1 Event card on this card at a time, which is not part of your hand.

CAIRO
KHARTOUM
SUDAN
4,887,000 / 4,500/km²

② SCIENTIST

- You need only 4 cards of the same color to do the Discover a Cure action.

EVENT — GOVERNMENT GRANT

EVENT — SEQUENCING BREAKTHROUGH
Play any time. Not an action.

Discard 1 fewer City card than needed to do the NEXT Discover a Cure. Put this card next to the Player Discard Pile. Discard it when the next cure is discovered.

③ MEDIC

- Remove all cubes of one color when doing Treat Disease.
- Automatically remove cubes of cured diseases from the city you are in (and prevent them from being placed there).

ISTANBUL
LOS ANGELES
LAGOS
NIGERIA
1,547,000 / 12,700/km²

PANDEMIC

INFECTION DECK

INFECTION DISCARD PILE

INFECTION RATE: 2 2 2 3 4 4

OUTBREAKS: 0 1 2 3 4 5 6 7

CURED DISEASES/FLIP TOKEN IF ERADICATED

ATLANTA
BOGOTÁ
BANGKOK
THAILAND
7,151,000 / 3,200/km²

EVENT — RE-EXAMINED RESEARCH
Play any time. Not an action.

These cards are in the player discard pile.

SELECT A PLAYER. THIS PLAYER MAY DRAW ANY 1 CITY CARD FROM THE PLAYER DISCARD PILE INTO HIS HAND (DISCARDING IF OVER HIS HAND LIMIT).

BANGKOK
THAILAND

Puzzle and Pandemic® Puzzles concept by John Knoerzer. Based on Pandemic® by Matt Leacock.

Enlarged cards for reference on next page.

Enlarged cards for reference.

ACTIONS

DRIVE / FERRY
Move to a city connected by a white line.

DIRECT FLIGHT
Discard a City card to move to the city named on the card.

CHARTER FLIGHT
Discard the City card that *matches* the city you are in to move to *any* city.

SHUTTLE FLIGHT
Move from a city with a research station to any other city that has a research station.

BUILD A RESEARCH STATION
Discard the City card that *matches* the city you are in to place a research station there.

TREAT DISEASE
Remove 1 disease cube from the city you are in. If this color is *cured*, remove all cubes *of that color* from the city.

SHARE KNOWLEDGE
Either: *give* the card that *matches* the city you are in to another player, or *take* that card from another player. The other player must also be in the city with you.

DISCOVER A CURE
At *any* research station, discard 5 City cards of the same disease color to cure that disease.

CONTINGENCY PLANNER

• As an action, take *any* discarded Event card and *store* it on this card.
• When you play the stored Event card, *remove it* from the game.
Limit: 1 Event card on this card at a time, which is not part of your hand.

SCIENTIST

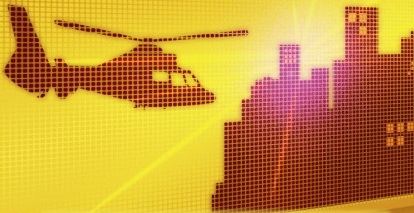• You need only 4 cards of the same color to do the Discover a Cure action.

MEDIC

• Remove *all* cubes of one color when doing Treat Disease.
• Automatically remove cubes of cured diseases from the city you are in (and prevent them from being placed there).

EVENT — AIRLIFT

Play any time. Not an action.

Move any 1 pawn to any city. Get permission before moving another player's pawn.

EVENT — GOVERNMENT GRANT

Play any time. Not an action.

Add 1 research station to any city (no City card needed).
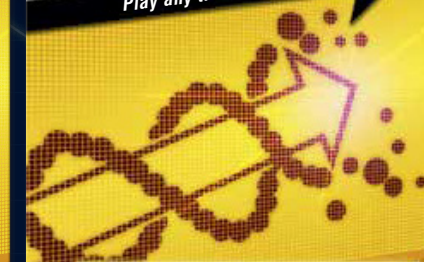
EVENT — RE-EXAMINED RESEARCH

Play any time. Not an action.

Select a player. This player may draw any 1 City card from the Player Discard Pile into his hand (discarding if over his hand limit).

EVENT — SEQUENCING BREAKTHROUGH

Play any time. Not an action.

Discard 1 fewer City card than needed to do the *next* Discover a Cure. Put this card next to the Player Discard Pile. Discard it when the next cure is discovered.

WARNING!
THE NEXT PAGE CONTAINS THE SOLUTION TO THE PUZZLE.

SOLUTION

THE CONTINGENCY PLANNER'S TURN:

1. Discard the Cairo card to fly to Cairo.

2. Drive/Ferry to Khartoum.

• Spend the Airlift event card to move the Scientist to Los Angeles (with their permission of course). *This event card is now removed from the game.*

• Ask the Scientist to spend the Government Grant event card to build a Research Station in Los Angeles.

3. Using the Contingency Planner's special ability, take the Government Grant event card and store it on the Contingency Planner role card.

• Use the Government Grant event card to build a research station in Khartoum.

4. Using the Contingency Planner's special ability, take the Re-examined Research event card and store it on the Contingency Planner role card.

THE SCIENTIST'S TURN:

• Use the Re-examined Research event card to take the Bogotá city card out of the player discard pile.

1. Share Knowledge with the Medic to take the Los Angeles card (with their permission).

2. Use the Shuttle Flight action to fly to Khartoum.

3. Share Knowledge with the Contingency Planner to take the Khartoum card (with their permission).

• Play the Sequencing Breakthrough event card.

4. Discard the Bogota, Khartoum, and Los Angeles cards to discover the YELLOW cure.